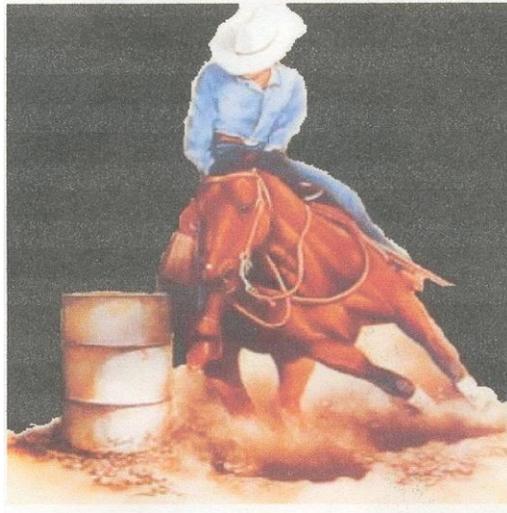


MERIDIAN RIDING CLUB



PLAYDAY RULES

2011

Meridian Riding Club PLAYDAYS

This Rule Book is being written in the best interest of Meridian Riding Club members and all others who would be interested in competing at the Club Playdays. The Rule Book is based on the Washington State Horsemen Games Division Rule Book. The rest are common sense, safety inspired regulations made specifically for our club.

All rules are subject to review and change; review to be done by the Playdays Committee, with the final decision to be made by the Playdays chairperson(s) and executive board members.

These Playday functions are meant to be fun for everyone, but must have rules to be adhered to at all times. Rules must be enforced fairly and consistently with patience and compassion. Anyone, Member or Non-Member, not observing these written rules is subject to dismissal, and/or disqualification, to be determined by the Playday Chairperson(s).

GENERAL RULES

1. Unsportsmanlike conduct, profanity, intentional repetitive striking of the horse (not to include over/under or crop during a run), striking in front of the cinch (touching or patting ahead of the elbow shall not be construed as striking, therefore not a disqualification), unsafe horses or riding, disrespecting other competitors or show volunteers and officials can result in disqualification from that event or for the entire day, final decision to be left to the judge and Playday Chairperson(s).
2. Saddle and boots or approved riding shoes with heel are required for all mounted riders. One warning will be given prior to dismissal.
3. Helmets are required for riders 17 years and under and are encouraged for all other riders. Helmets must be properly fitted and secured when on course (bicycle helmets are acceptable). One warning will be given prior to dismissal.
4. The horse must be sound (i.e. not lame). Documentation from a veterinarian approving participation (such as for a horse that is sound, but permanently limps) may be accepted by the chairperson(s).
5. Parent or guardian must sign entry forms for minors (17 and under).
6. There will be NO refund given after the first event has been run, with the exception of injury to horse or rider.
7. Rider must remain in the same age group the whole year (the age as of April 1st of the year). An exception is a rider moving from Leadline to another age group, or from another age group to Leadline.
8. Age groups:
 - a. Leadline: any age
 - b. Buckaroo: 8 and under
 - c. Junior: 9-12
 - d. Intermediate: 13-17
 - e. Senior: 18-29
 - f. Super Senior: 30-44
 - g. Silver Spurs: 45+
9. No clip-on spurs. All spurs must be fully secured (tape and rubber-bands are not classified as secure).

10. No stallions permitted on the grounds.
11. Riders must enter the arena with their age group, unless the rider has been given permission by the Playday Chairperson(s) to wait outside the arena for their turn to ride, or has been given permission by the Playday Chairperson(s) to enter the arena late. Riders who are not ready to enter the arena with their age group will not be allowed to enter the arena after the first rider for that group has started their run.
12. The waiting area in the SW corner of the arena is for the riders in the next age group to gather before entering the arena. All other riders must stay out of the waiting area until your age group is called.
13. In all events except Texas Barrels, two poles 30 feet apart shall designate the start and finish line. In Texas Barrels, the starting poles shall be 60 feet apart. A horse must pass between these poles at the start and finish, or they will be considered off course. Timers to be on the off course side of the line.
14. Start and Finish. The judge is the person of authority on course and will signal when the course is ready by raising the green flag. After being given the green flag, the rider has 2 minutes to start. In the event of a dispute, complaint, or discrepancy, all issues must be brought to the attention of the Playday Chairperson(s) only, not the judge. All decisions will be made with the judge's and rider's input, but the Playday Chairperson(s) will have the final decision.
 - a. There will be a 2 minute time limit to get your horse on course. If you do not start within the 2 minutes, you will be put at the end of the class, if you do not start in time again you will receive a no time, and a refund will not be issued.
 - b. Crossing over the start/finish line before the flag is given by the judge will result in a disqualification, at the judge's discretion.
 - c. Crossing over the start/finish line before your name has been called will result in a disqualification, at the judge's discretion.
15. When 2 timing lanes are being used for an event, riders must stay in their own lane, until their horse has come to a stop. Horses must come to a stop before exiting the arena. Running into the other lane or running into horses in the other lane will result in a disqualification, at the judge's discretion.

16. Rider must leave the arena at the completion of their run, before the next rider starts.
17. Failure of equipment (timers, gaming and event equipment, or horse equipment) will constitute a re-ride.
18. Times announced are tentative; official times will be posted in the office after the next age group.
19. Ties. It shall be optional to the riders to flip a coin or accept a run off. In breaking a tie, the loser takes the next lower position. In the event of a disagreement the decision shall be left to the Chairperson(s).
20. It is the rider's responsibility to check all scoring results sheets as they are posted. If there are errors it must be corrected at the show. If a protest is to be made it must be presented to the Chairperson before the end of the show.
21. Show officials are the only people allowed upstairs in the announcer booth or behind the registration counter.
22. Disputes will be brought to the attention of a Playday Chairperson(s) only, not a judge or announcer. All decision will be made with the judge's and rider's input, but the Playday Chairperson(s) will have the final decision.
23. All decisions made by the judge and/or the Playday Chairperson(s) are final. If there is a dispute with the ruling, it must be presented in writing to a member of the board before the next MRC board meeting.
24. Consequences of breaking the rules
 - 1st offense results in a verbal warning. *
 - 2nd offense results in disqualification of next event. *
 - 3rd offense results in dismissal from grounds.
 - * If offense occurs during an event, run will be disqualified.
 - All consequences are at the discretion of the Playday Chairperson(s).

DISQUALIFICATIONS

1. Any infraction of the general rules by horse or rider.
2. Whipping the horse with the components of the event (flags. .etc.).
3. Intentional striking of the horse in any manner while on MRC grounds.
4. Unsportsmanlike conduct on MRC grounds. The judge can disqualify riders for use of profane language, unnecessary roughness, abusing the horse, show officials or volunteers. Disorderly conduct of any kind. The judge will also disqualify an unmanageable horse for safety reasons. Decisions by the judge and Chairperson(s) will be final.
5. Teams will be disqualified if the horse waiting its turn crosses the starting line before the horse finishing the course crosses the finish line completely.
6. In all events the rider must be mounted when crossing the start/finish line.
7. The general rules written in the guideline will apply to any and all events run at our shows. Individual events presented as replacement or surprise events will be run as close to this guideline as possible with the final decision left to the Judge and/ or Chairperson(s).

POINTS

DAILY POINTS:

- A. All riders who participate in a MRC Playday are qualified to earn points in their age group, based on a single horse and rider combination. Points based on placing: 1st place = 5 points, 2nd place = 4 points, 3rd place = 3 points, 4th place = 2 points, 5th place = 1 point.

Whoever has the most points at the end of the show wins the high point award in each age group, (Buckaroo, Junior. etc.).

A tie for high point in an age group will be broken by counting the number of first place finishes. If there is still a tie, then the tie will be broken by counting the number of second place finishes. If there is still a tie, the tie will be broken with a coin toss.

- B. Riders are responsible for keeping track of their own points (refer to General Rule #20).
- C. If you are riding more than one horse, you must choose which horse will be your points horse at the beginning of the show. Additional horses may be ridden for time only (not for points). You may compete for high points on only one horse, however a horse may compete against itself in another age group. Example: brother and sister sharing a pony, or parent and child sharing.
- D. You may only make one run in each event for points. Additional runs may be paid for and run for time only.
- E. If your horse is injured during the day, you may substitute another horse, (only at the approval of the Playday Chairperson(s)), in order to keep the points you have already earned for that day.

YEAR END HIGH POINTS:

- A. You must be a current member of MRC and participate in at least half of the season's playdays as a member to be eligible for Year End Awards. Year End Points will be effective on the start date of your membership.
- B. Points for the year (and for the day) are based on a single horse and rider combination.

If the rider competes on more than one horse he/she must choose at the beginning of the year which one will be the "point" horse (before the second show). You may not win year end awards on more than one horse in the same class.

- C. If the horse you began the year with is unable to complete the year because of injury, a second horse may be substituted with approval of the Playday chairperson. A written note from a veterinarian on the condition of the horse is required. If the first horse recovers before the end of the season, you may switch back to that horse (with written vet approval). You may not switch to more than one horse unless the second horse is also injured. Points for year end awards will be the points earned on the first horse plus the points earned on the second horse. If the second horse is not injured, but a third horse is ridden, points earned on the third horse will not count toward year end awards.
- D. Year end awards are given for each age group (Leadline, Buckaroo, etc.). At each playday, playday points are awarded for 1st-5th place in each age group. Year End points are also awarded for 1st-5th place, but are only awarded to members. Playday points count for high point for the playday, and Year End points count for Year End awards.

1st = High Point, 2nd = Reserve High Point

High point is earned just as it sounds - the horse and rider combination with the most Year End points at the end of the year in each age group wins. Reserve goes to the rider with the next highest number of Year End points. This goes for all age groups.

- E. The award for overall high point for the year is given to the member with the most playday points for the year. In case of a tie, the award will go to the member with the most Year End points.

LEADLINE:

The Leadline class is for all ages, especially the younger riders that are just starting out. Any horse may be led through the course, with or without rider. Horses that do not have a rider mounted will not be eligible for ribbons and awards. It is not considered Leadline for a parent-helper to be on course for assistance if needed for the younger Buckaroos.

PATTERNS

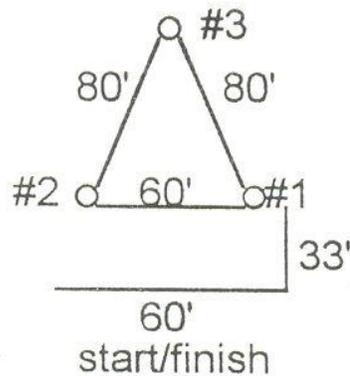
The following are Pattern descriptions, measurements, and basic rules for each event. There may be some events added to any show as a surprise or replacement, which are not present in this publication. They will be run as close to these guidelines as allowed. Any final decisions will be made by the Judge and Chairperson(s).

INDIVIDUAL EVENT RULES

TEXAS BARRELS

Course: Three barrels shall be placed in a triangular formation.

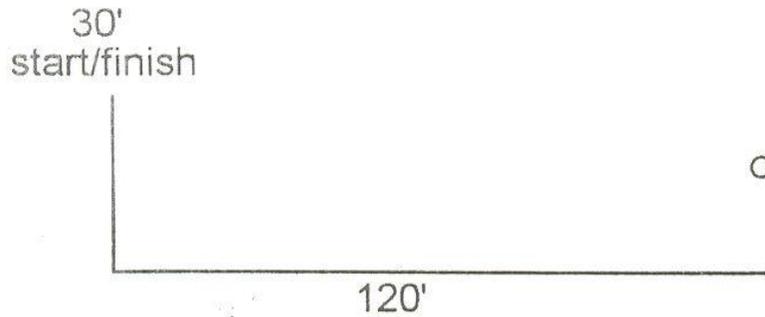
#1 and #2 barrels are set 33 feet from the start/finish line, and 60 feet apart. #3 barrel is set 80 feet from #1 and #2. The start/finish line shall be 60 ft. wide.



Event: Rider circles #1 barrel, turning to the right, #2 barrel turning to the left, then #3 barrel turning to the left. The rider may reverse the course, turning the #2 barrel to the left and so on. Knocking over a barrel adds 5 seconds to the time, 2 barrels = 10 seconds.

CALIFORNIA STAKE

Course: One pole set at 120 feet from the start/finish line.

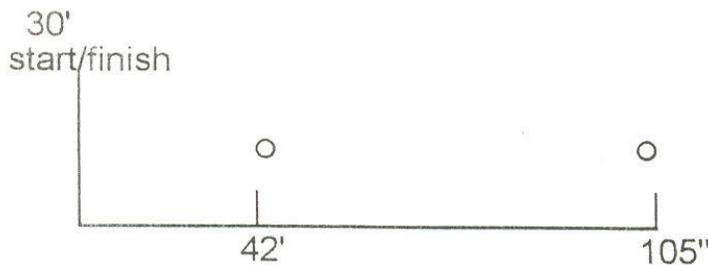


Event: Rider circles pole in either direction and returns across the start/finish line. Knocking over the pole adds 5 seconds to the time.

FIGURE 8

There are several versions of this race, two of which we use at MRC most often. They are labeled here as course #1 and course #2.

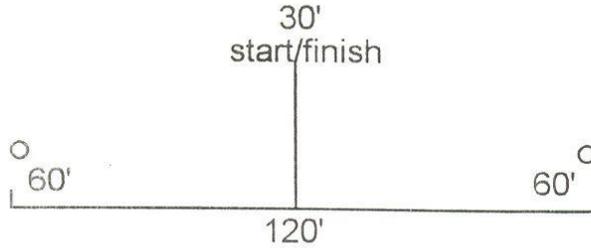
Course #1 : Two poles are set on course; #1 pole at 105 feet from start/finish line, #2 at 42 feet from start/finish line; 63 feet apart.



Event: Rider may begin on either side of the poles. Direction of the first turn is optional. Rider must make an 8 around the poles and return across the start/finish line. Knocking over a pole adds 5 seconds to the time, 2 poles = 10 seconds.

WSH FIGURE 8

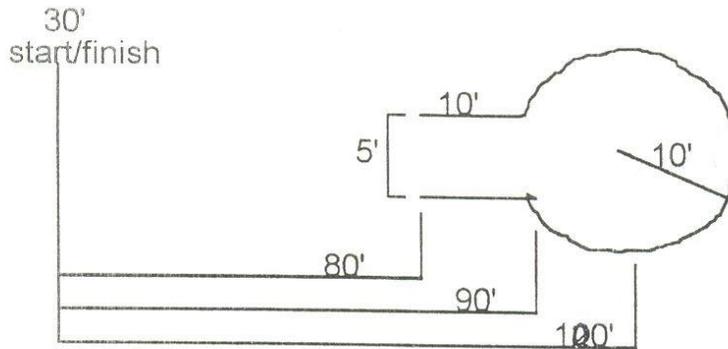
Course #2: Two poles are set at opposite ends of the course, with the start/finish line in the middle. Both poles are to be set 60 feet on each side of the start/finish line.



Event: Rider may begin on either side of the start/finish line, direction of the first turn is optional. Rider must make an 8 around the two end poles. Knocking over a pole adds 5 seconds to the time, 2 poles = 10 seconds.

KEYHOLE

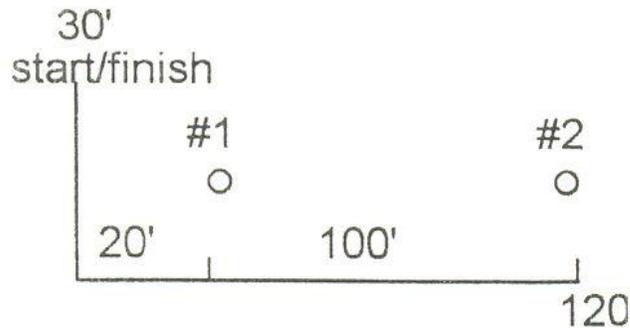
Course: A keyhole shall be marked according to the diagram below, with white lime. The center of the circle will be 100 feet from the start/finish line. The circle is to have a radius of 10 feet, the neck length is to be 10 feet, the neck width is to be 5 feet, extending the circle to meet the neck.



Event: The rider rides into the circle of the keyhole, (all four feet must be inside the circle). Turn the horse and exit the keyhole to finish across the start/finish line. Stepping on or over any lines of the keyhole shall be a no-time.

FLAGS

Course: Two containers are set 100 feet apart, filled $\frac{1}{3}$ of the way with dirt. The #1 container is to be 20 feet from the start/finish line. A flag is placed in each container.



Event: Rider may designate position of flags at the start of the run. Rider takes flag out of container #1 and proceeds to container #2. While turning the #2 container, the rider places the flag he is carrying in container #2 and removes #2 container's flag, proceeds to container #1, and places the flag into the #1 container and finishes by crossing the start/finish line.

The rider can circle or turn around any container in any direction, as many times as necessary, as long as they put the proper flags in the correct container in the correct order.

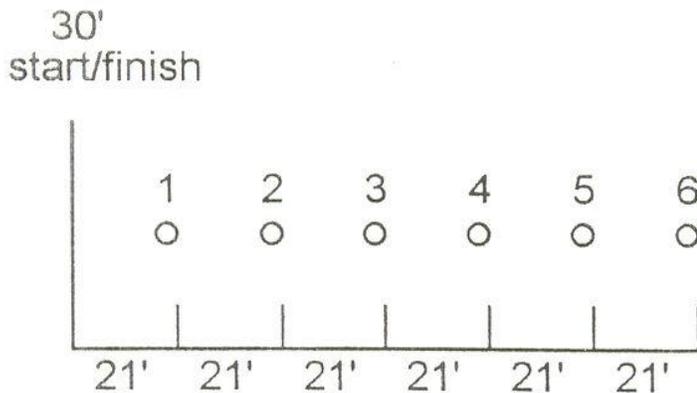
If the rider drops a flag, it may be put into the container from the ground before remounting.

If the first flag is dropped before reaching container #2, there will be a no-time, unless the rider dismounts and retrieves the flag and puts it in container #2, then picks up the second flag and continues on to finish.

There will be 5 seconds added to the time if the second flag is not placed into the #1 container. If any of the containers are knocked over and not reset there will be a no-time.

POLE BENDING

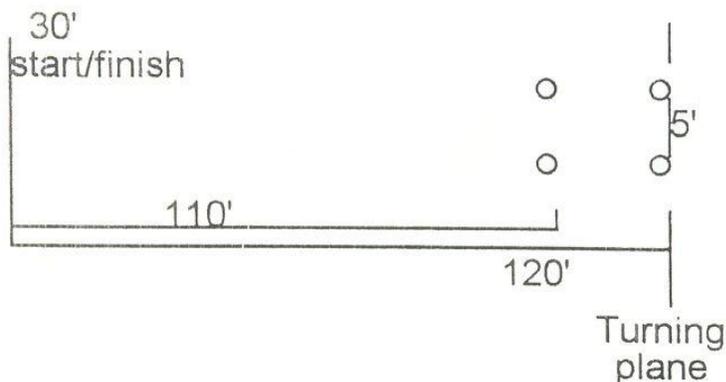
Course: Six poles are set in a straight line, with the poles set 21 feet apart the first pole is set 21 feet from the start/finish line.



Event: The rider may start on either side of the poles. Rider runs, turns the #6 pole, bends through the poles, turns the #1 pole, bends through the poles, turns the #6 pole and finishes across the start/finish line. Stepping on or across the start/finish line is a no-time. Knocking over a pole adds 5 seconds to the time, 2 poles 10 seconds, etc.

KEY RACE

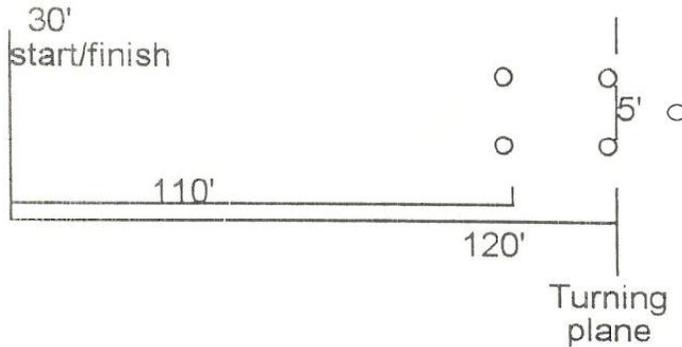
Course: Four poles are placed 5 feet apart at marks 110 feet and 120 feet from the start/finish line.



Event: The rider races between the poles, across the "turning plane", turns and reverses course through the poles and finishes across the start/finish line. Knocking over a pole adds 5 seconds to the time, 2 poles 10 seconds, etc.

KEY POLE

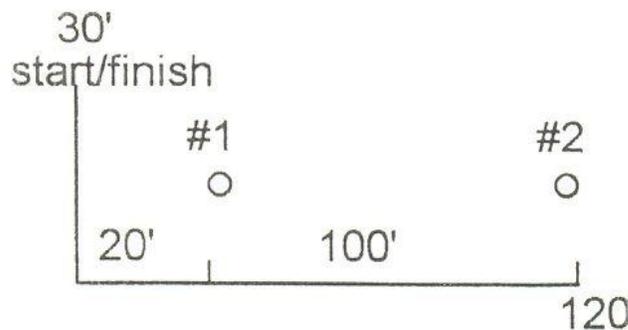
Course: Four poles are placed 5 feet apart at marks 110 feet and 120 feet from the start/finish line. A fifth pole is placed beyond the turning plane, centered between the two poles on the turning plane.



Event: The rider races between the poles, across the "turning plane", around the fifth pole, turns and reverses course through the poles and finishes across the start/finish line. Knocking over a pole adds 5 seconds to the time, 2 poles 10 seconds, etc.

INTERNATIONAL FLAGS

Course: Two buckets are set on barrels 100 feet apart, and are filled $\frac{1}{3}$ of the way with dirt. The #1 container is to be 20 feet from the start/finish line. A flag is placed in each container.



Event: Rider takes flag out of container #1 and proceeds to container #2. While turning the #2 container, the rider places the flag he is carrying in container #2 and removes #2 container's flag, proceeds to container #1, and places the flag into the #1 container and finishes by crossing the start/finish line.

The rider can circle or turn around any container in any direction, as many times as necessary, as long as they put the proper flags in the correct container in the correct order.

If the rider drops a flag, it may be put into the container from the ground before remounting.

Rider must attempt to pick up both flags. Riding past a flag without attempting to pick it up will result in a no time.

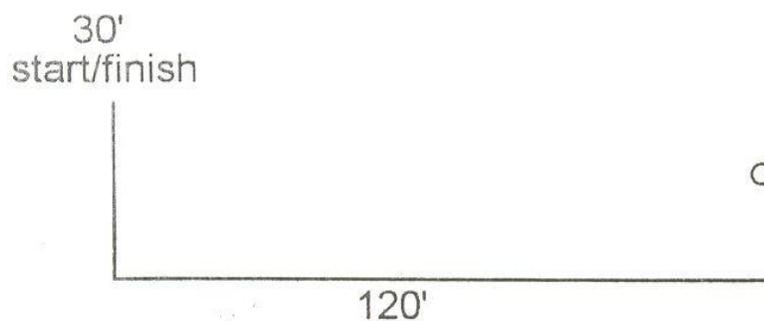
If the first flag is dropped before reaching container #2, there will be 5 seconds added to the time, unless the rider dismounts and retrieves the flag and puts it in container #2, then picks up the second flag and continues on to finish.

There will be 5 seconds added to the time if the second flag is not placed into the #1 container.

If any of the containers are knocked over and not reset, there will 5 seconds added to the time for each container knocked over. No additional penalty is assessed if the barrel is also knocked over.

4H INTERNATIONAL FLAGS

Equipment required: One 55 gallon drum; one large coffee can filled 1/3 full of sand; and 1 flag. The can is placed on the barrel, and the flag is placed in the can. The stick may not be pointed on either end.



The rider must start on one side of the barrel and finish on the other side of the barrel.

The rider may circle the barrel as needed to pick up the flag without penalty.

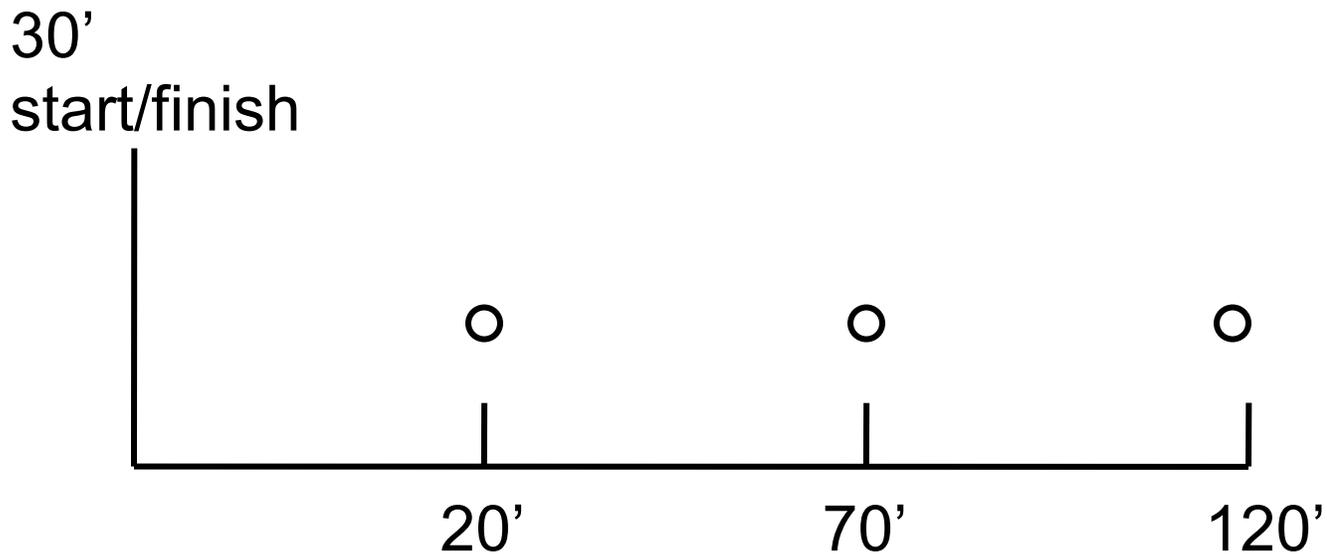
If the container is knocked over and not reset, there will 5 seconds added to the time. No additional penalty is assessed if the barrel is also knocked over.

SPEED BARRELS

Equipment required: Three barrels

The rider weaves the barrels. The rider may pass to the left or the right of the first barrel. The rider turns around barrel 3, and finishes by crossing the start/finish line.

Knocking over a barrel adds 5 seconds to the time, 2 barrels 10 seconds, etc.



BIRANGLE

Equipment required: Two poles

The rider runs to the inside of either pole, turns around the pole, runs to the second pole, turning the same way as the first pole, and finishes by crossing the start/finish line.

The rider may either make 2 left turns or 2 right turns.

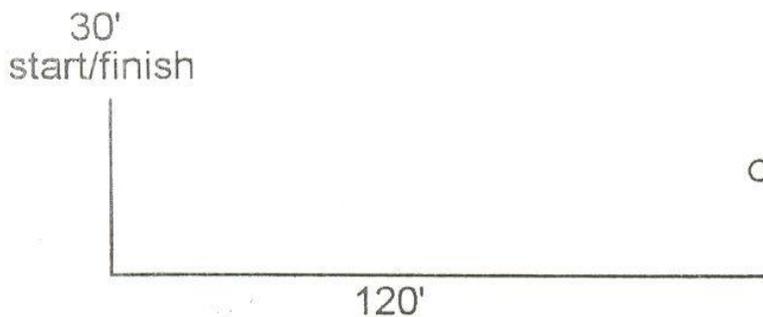
Knocking over a pole adds 5 seconds to the time, 2 poles 10 seconds, etc.

The distance between the 2 poles may be reduced for a given playday so that 2 lanes can be run.



TEXAS ROLLBACK

Course: One pole set at 120 feet from the start/finish line.

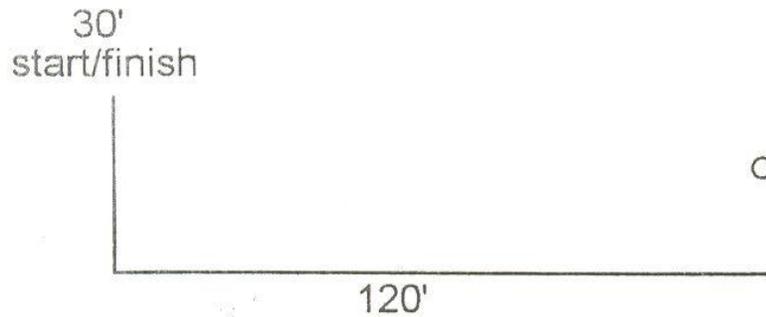


Event: Rider can go on either side of the pole, turn 180 degrees away from the pole, go around the pole, and finish by crossing the start/finish line. For example, rider goes on the right side of the pole, does a 180 turn to the right, then passes on the left of the pole.

Knocking over the pole adds 5 seconds to the time.

POLO TURN

Course: One barrel or pole set at 120 feet from the start/finish line.



Event: Rider can go on either side of the barrel, go completely around the barrel, and finish by crossing the start/finish line.

Knocking over the barrel adds 5 seconds to the time.